CLAIMS

1.      A method of processing an audio signal comprising receiving
(200) an audio signal, extracting (202) features from the audio signal, and
translating (204) the extracted features into metadata (302), the metadata
(302) comprising an instruction set of a markup language.

2.      A method according to claim 1, and further comprising storing
(206) the metadata (302).

3.      A method according to claim 2, wherein the storing (206)
comprises the step of storing (206) the metadata (302) with associated time
data (304).

4.      A method according to claim 3, wherein the time data (304)
defines the start time and the duration, relative to the received audio signal, of
each markup language term (302) in the instruction set.

5.      A method according to any preceding claim, and further
comprising transmitting (208) the instruction set to a browser (124).

6.      A method according to any preceding claim, and further
comprising receiving (210) markup language assets (126).

7.      A method according to claim 5 and 6, and further comprising
rendering (212) the markup language assets (126) in synchronisation with the
received audio signal.

8.      A method according to any preceding claim, wherein the features
extracted from the audio signal include one or more of tempo, key and volume.

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9.      A system for processing an audio signal, comprising an input
device (122) for receiving an audio signal and a processor (102) for extracting
features from the audio signal and for translating the extracted features into
metadata (302), the metadata (302) comprising an instruction set of a markup
language.

10.     A system according to claim 9, and further comprising a storage
device (114) for storing the metadata.

11.     A system according to claim 9 or 10, and further comprising an
output device (116,118) for outputting the received audio signal.

12.     A system according to claim 9, 10 or 11, and further comprising a
browser (124) distributed amongst a set of devices, the browser (124)
arranged to receive an instruction set of the markup language and to receive
markup language assets (126) and to control the set of devices accordingly.